

Day / Time	Session	Activity	Outline
<b>DAY 1</b>			
7:30 - 8:00	Breakfast	<b>INTRODUCTION</b>	
8:00 - 9:00	Registration	<b>Sign in</b>	Sign-in, Play remaining course fees, Mingle and meet new friends.
9:00 - 9:30	Housekeeping		Introduction to course's structure and structure Basic Housekeeping - safety and toilets Establish learning agreement
9:30 - 11:00	Session A	<b>Learning Community Intro</b>	Individual introductions Teacher Introductions
11:00 - 1:00	30 Minute Break		
1:00 - 1:30	Session B	<b>Learning Community Intro - Continued</b>	Establish Learning Intentions (Activity) Share Learning Intentions Discover and discuss patterns
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Host Intro &amp; Site Tour</b>	Learn history of broader region and establish sense of place exercise observational sensory skills Tour host site and discover applied permaculture systems
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Permaculture Intro, History, Ethics</b>	A brief history - Pre-permaculture - Permaculture - Current Movement - Basic Philosophy Ethics (Activity) - Earth Care - People Care - Return of Surplus - Limits to Consumption
<b>DAY 2</b>			
<b>CONCEPTS &amp; THEMES IN DESIGN</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Day One Review Name Game
9:30 - 11:00	Session A	<b>Best &amp; Worst Case Scenarios</b>	Review the challenges we face as a world community What is the Worst Case Scenario for the world? (Activity) What is the Best Case Scenario for the world? (Activity)
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Principles - Intro</b>	Permaculture Principles Introduction 12 Principles or 40? Holmgren Principles 1 - 6 - Observe and Interact - Catch and store energy - Obtain a yield - Apply self-regulation and accept feedback - Use and value renewable resources & services
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Principles - Continued</b>	Energizer - YeeHaa Holmgren Principles 7 - 12 - Produce no waste - Design from patterns to Details - Integrate rather than segregate - Use Small and Slow Solutions - Use and value diversity - Use edges and value the marginal - Creatively Use and Respond to Change Mollisonian Principles - The Problem is The Solution - Everything Gardens - Yield is Unlimited - Each Element Performs Many Functions - Each Important Function is Supported by Many Elements Principles & Ethics Vs. Strategies & Techniques
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Methods of Design - Intro</b>	Design Introduction Basic Design Methods - GADIE - Goals - Analyze and Assess - Design - Implement - Evaluate - GOSADIMET - Survey - Maintain - Tweak - Others - Incremental - Random Assembly - Exclusion Method - Mind Mapping Input/Output Analysis (Activity) - Web of Life - Types of Connections
<b>DAY 3</b>			
<b>METHODS OF DESIGN</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Design Process Review Name Game
9:30 - 11:00	Session A	<b>Principles - Review Activity</b>	Kinetic Principles Memory Activity
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Methods - Zones &amp; Sectors</b>	Sector Analysis - Energy Flows - Observations Zones - Human Flows - Zones 1 - 5 - Zone & Relative Location Activity
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Patterns - Introduction</b>	Patterns Introduced Pattern Types in Nature - Branching - Spiral - Web - Waves - Scatter - Patterns in time (seasons, tides, Patter Observation Walk Discussion
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Patterns - In Design</b>	Patterns Use in Design Design Activity
<b>DAY 4</b>			
<b>WATER &amp; AQUACULTURE</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Patterns Review
9:30 - 11:00	Session A	<b>Water on this planet - hydro cycle</b>	The Reality of Water on this Planet - How much is there? - Where is it? The Water Cycle
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Water Catchment Systems</b>	Water Catchment Intro - Catchment Potentials Tank Considerations - Size - Location - First Flush - Material - Quality - Shape Other Capture Potentials - Grey Water - Reed Beds - Septic & Leech Systems - Rain Gardens - Curb Cuts Water Catchment Design Activity
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Water in the landscape</b>	Water in Landscape Intro - Why Slow Water? - Source to Sink - Highest Point Contour - What is Contour? - Yaoman's Keyline Design - Keypoint - Keyline - Moving Water Uphill - Mollison & Lawton - Swales & Dams - Dam on a Keypoint Dams Connected via Swales/Diversion Drains Swale Design Specifics
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Aquaculture</b>	Aquaculture Introduction - Productivity Aquaculture Systems - Chinampas - Gleying - Aquaponics - Anupit a
<b>DAY 5</b>			
<b>SOILS</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Water Review
9:30 - 11:00	Session A	<b>Soil Chemistry</b>	Introduction to Soils - Soil Testing - Observation Soil Structure - Components Soil Chemistry - Building blocks of plants - Groups of nutrients
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Soils biology</b>	Soil Biology Intro - What is soil really? - How is soil created? Plants contribution to soil building The Soil Food Web and The Rhizosphere Soil Building Techniques & Strategies - Compost - Sheetmulch - Cover crops - N2 fixation - No till systems - Worms
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Soils (Compost building)</b>	Compost Building Interactive - Build a Berkeley Compost - Explore other compost methods
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Compost Tea, Bio-fert &amp; Sheet Mulching</b>	Compost Tea Interactive - Brew compost tea - Differences between anaerobic and aerobic Bio-Fertilizer - Biological soil remineralization
<b>DAY 6</b>			
<b>URBAN DESIGN</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Soils Review
9:30 - 11:00	Session A	<b>Climate</b>	Climate Intro - What determines climate - How is climate changing? - Three major climate regions - Several minor regions Tropical / Cool Tropical / Wet Arid / Dry Micro Climate
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Urban Design Activity</b>	Climate Wrap-up Urban Design Activity Introduction Design team break out
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Urban Design Activity</b>	Urban Design Practical
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Present Urban Designs</b>	Urban Design Presentations
<b>DAY 7</b>			
<b>FIELD TRIP DAY</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Week 1 Review		Housekeeping Prep & coordinate field trip details
9:30 - 11:00	Session A	<b>Field Trip</b>	Visit local farms & homesteads
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Field Trip</b>	Visit local farms & homesteads
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Field Trip</b>	Visit local farms & homesteads
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Field Trip</b>	Visit local farms & homesteads
<b>DAY OFF</b>			
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<b>DAY 8</b>			
<b>TREES &amp; FOOD FORESTS</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Welcome Back! House keeping Week One Review
9:30 - 11:00	Session A	<b>Trees &amp; Forest Systems</b>	Introduction to Trees - Why are trees important? - What do trees do? - How & why do they do what they do? Biomass Zones of the tree Energy modulation properties
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Succession</b>	Succession Introduction - Eco-systems in time Succession as a linear process - Discussion - Primary Succession - Secondary Succession - Memory Activity Succession as a non-linear reality - Relay Floristics - Initial Floristics - Patch Dynamics - Shifting Mosaic
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Food Forests &amp; Guilds</b>	Forest Systems Introduction - Types of Forest Systems - Food Forest - Timber Forest - Fodder Forest - Nature to Ag Spectrum Layers of a forest - Patterns of forest systems - Fill the niches - Limit competition Application of Successional Patterns - Speeding Succession - Chop n' Drop - Biomass ratio inversion Guiding - Start small & extend edges - Beneficial assembly of species
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Animal Systems</b>	Alt: Food forest hands-on Intro to Animals in Permaculture - Outputs match inputs and vice versa - Improper management can be detrimental Management strategies - Fencing - Holistic Management - Rotation, Recovery and tractoring - Managing Pests The little ones - Bees - Worms - etc..
<b>DAY 9</b>			
<b>EARTHWORKS &amp; MAP READING</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Tree Systems Review
9:30 - 11:00	Session A	<b>Main Frame - Landscape Profiles</b>	Introduction to Landscape Profiles - How landscapes look and act - Two major profiles - Other minor profiles Humid - Features of Humid Landscapes Rounded hills & valleys Keypoint - Design Strategies - Swales - Keyline Design - Dams - Terraces - Diversion Drains Arid - Features of Arid Landscapes Angular - Scarp, Impediment, Peddle Planes, Waddies (canyons) - Design Strategies - Cabions - Lamonia - Dune Stabilization Flatland - Features - Winds - Floodplains - Low head pressures - Design Strategies - Flood Irrigation - Mandalas & Keyholes - Earthworks
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Landscape profiles continued - Earthworks</b>	Landscape Profiles Cont. Main Frame Design - Water - Access - Structure Dam Design - Elements - Wall - Keyway - Spillway - Freesboard - Pipes, Baffles & Siphons - Clay (min 30%) - Types - Valley (keypoint) - Ridge Point - Saddle - Contour - Engineer's - Check Other Earthworks - Terraces - Canals - Roads - Diversion Drains - Swales - Spillways - Net & Pan
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Earthworks - Contours &amp; 3D Activity</b>	Contour Mapping (Activity) - Identify Keypoints and Keyline - Find Dam & Swale sites Sand Box 3D Earthworks (Activity) - Identify Keypoints - Design catchment systems Test Designs Discuss Results
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Earthworks - Surveying</b>	Surveying - Why Survey - Survey tools - Site Level - Water Level - A Frame - Transit Level - Laser Level - Hands-on (Activity)
<b>DAY 10</b>			
<b>NATURAL BUILDING &amp; DESIGN INTRO</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Farm Chores		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Earthworks Review
9:30 - 11:00	Session A	<b>Natural Building</b>	Natural Building Intro - What is Natural? - Building Types & Materials Main Considerations - Climate - Available Resources - Passive cooling/heating - Legal - Energy - Food Production Sector Analysis & Orientation Climate - Temperate - Tropical - Arid Slideshow
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Map Reading - Scale</b>	(Alt - Natural Building Hands-on) Map Reading Intro Online Mapping Tools - Google Earth - Climate Analogs - GIS - USGS - Others Site Mapping - Measurement - Triangulation - Scale Mapping Overlays - Base Map - Contour Overlay - Zones, Flows and Sectors - Bubble map - Phasing Overlays - Final Design
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Design Intro - Expectations</b>	Introduction to Final Design Projects - Client Interview - Clear Goals - Evidence of Design Process - Goals - Analyze & Assess - Design - Implement - Evaluate (later) - Scale - Phases - Everyone Presents
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Design - Client Interview</b>	Conduct Client Interview & Begin Final Designs
<b>DAY 11</b>			
<b>COMMUNITY, APRO-TECH &amp; DESIGN</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Design Time		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Natural Building Review
9:30 - 11:00	Session A	<b>Appropriate Tech</b>	Natural Building Review Design Check-in What is Appropriate? - Ethics - Resource Types & Uses Permaculture Appropedia Examples - Rocket Stoves - Rain Cumps - Bike Powered Everything - Open Source Ecology Jay Harman Videos
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Community</b>	Cooperation over Competition Strategies for Alternative Nations - Bioregional Organizing - Alternative Economies - Farmers Markets - CSAs - Alternatives Envisioning Activity
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Design</b>	Design Time
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Design</b>	Design Time
<b>DAY 12</b>			
<b>DESIGN</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Design Time		Garden Cleaning Projects Kitchen
9:00 - 9:30	Review		Housekeeping Appropriate Tech & Community Review
9:30 - 11:00	Session A	<b>Design</b>	Design Time
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Design</b>	Design Time
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Design</b>	Design Time
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Design</b>	Design Time
<b>DAY 13</b>			
<b>PRESENT &amp; PARTY</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Open Time		Garden Cleaning Projects Kitchen
9:00 - 9:30	Week 2 Review		Housekeeping Design Check-in Party Preparations
9:30 - 11:00	Session A	<b>Design</b>	Design Time
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Present</b>	Presentations
1:00 - 2:30	Lunch		
2:30 - 4:00	Session C	<b>Present</b>	Presentations
4:00 - 4:30	30 Minute Break		
4:30 - 6:00	Session D	<b>Present</b>	Presentations
6:00 - 9:00	Session E (eve)	<b>NO TALENT SHOW &amp; PARTY</b>	
<b>DAY 14</b>			
<b>WHERE NEXT</b>			
7:30 - 8:00	Breakfast		
8:00 - 9:00	Open Time		Garden Cleaning Projects Kitchen
9:00 - 9:30	Week 2 Review		Housekeeping Course Review Cleaning
9:30 - 11:00	Session A	<b>Where next</b>	Options & Opportunities for further education - Internships and Advanced Courses - Getting Hands-on (Plugging into local networks) - Diploma - Gaia U - Staying Connected & Worknetting - Becoming a teacher
11:00 - 11:30	30 Minute Break		
11:30 - 1:00	Session B	<b>Feedback &amp; Closing Circle</b>	Provide Course Feedback Final Words & Closing Circle Awards!
1:00 - 2:30	Lunch	<b>Eat &amp; go home!</b>	Welcome to the world of Certified Permaculture Designers!